Anthony Scarangello

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Available: **May-August 2020**

EDUCATION

Northeastern University, Boston, MA 2017 – Present

Khoury College of Computer Sciences

Candidate for a Bachelor of Science in Computer Science and Game Design Expected 2021

Related Courses: Object-Oriented Design, Algorithms and Data, Programming in C++, Computer Systems, Game Programing, Game Concept Development and Production, Business of Games

Honors: 3.7 / 4.0 GPA, Dean's List, Advanced Placement (AP) credit

PROJECTS

Come on Blue! (Scala, Java) November 2019 - Present

- A Scala application which finds the worst called strikes and balls for any given MLB game
- Gathers both real-time and historical game data using MLB Gameday API to calculate poorly called pitches
- Utilizes Scala XML parsing to gather information about strike zone dimensions and pitch location

Rear Pew Mirror (C#) April 2019

- A multiplayer first-person shooter where players can only shoot directly behind them
- Created multiple game changing powerups and developed a king of the hill objective system

Livestream Defense Scheme (C#) January 2019

- Created a Twitch integrated game in which the player must defend his house with household items
- Livestream viewers can type "!join" in chat to be added as a computer-controlled enemy

Quantum Tic-Tac-Toe (C++) December 2018

- A tic-tac-toe game with multiple phases to resolve each board space to an X or O
- Used SDL2 for game rendering and created a graph data structure for resolving each turn

WORK EXPERIENCE

Data Engineer Co-op, **NBCUniversal**, New York, NY July 2019 – Present

- Implemented and improved multiple data monitoring tools to automatically detect irregular data sets
- Utilized PostgreSQL databases and Apache Spark to read and filter data
- Created a checkpointing system which utilizes S3 buckets to maximize program efficiency

CORE Studio Intern, **Thornton Tomasetti**, New York, NY July – August 2018

- Developed an augmented reality Android app using Unity to help engineers visualize structural plans
- Designed a new user interface to improve app organization and usability
- Implemented Amazon Rekognition API to dynamically label photos for better organization

COMPUTER KNOWLEDGE

Languages: Java, Scala, C#, C++, Spark SQL, C, Lua, HTML, CSS, PHP, XML

Systems: Windows 8/10, Linux, macOS

Software: Unity, Git, Docker, Jenkins, IntelliJ, Visual Studio, PuTTY

INTERESTS

Baseball, Trumpet, Theatre, Video games, Esports